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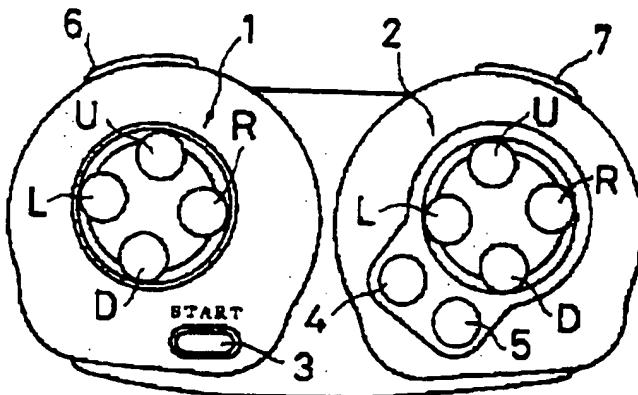
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TITLE : MANIPULATION DEVICE FOR GAME MACHINE



ABSTRACT : PURPOSE: To make three-dimensional motions including rotation, speed change, deformation, etc., during a motion target being in advance by providing two lines of manipulation systems, and forming at least one system among them as a digital type input device which allows issuing four instructions up and down and to the left and right.

CONSTITUTION: A circular main operating unit 1 and aux. operating unit 2 are arranged on the left and the right side of the facade of an operation device for a game machine. Each of these operating units 1, 2 has four push-button switches U, D, L, R to form so-called digital type input device for the directions up and down and to the left and right. This operation device is equipped with a start button 3 and multipurpose buttons 4, 5, and also the oversurface is fitted with multipurpose buttons 6, 7. A track ball as analog input device may also be used to the operating unit on the right. Thereby three-dimensional motion including rotation, speed change, deformation, etc., can be made during a motion target being in advance.

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